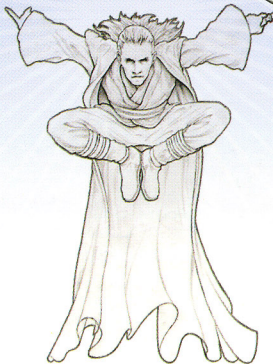


## Jedi Battlemaster



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## Jedi Battlemaster

27

Hit Points

110

Defense

19

Attack

11

Damage

20



### Special Abilities

**Melee Attack; Double Attack**

**Lightsaber Duelist** (+4 Defense when attacked by an adjacent character with a Force rating)

### Force Powers

**Force 4**

**Force Leap** (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)

**Lightsaber Assault** (Force 1, replaces attacks: Make 2 attacks)

**Lightsaber Block** (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

**Lightsaber Deflect** (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)



1/40 ♦

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## Jedi Crusader



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## Jedi Crusader

23

Hit Points

80

Defense

18

Attack

10

Damage

20



### Special Abilities

**Melee Attack; Double Attack**

**Affinity** (A character whose name contains Malak or Revan may be in your squad regardless of faction)

### Force Powers

**Force 3**

**Force Push 2** (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)

**Lightsaber Block** (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

*When Revan and Malak ignored the mandates of the Council and called for war against the Mandalorians, many impulsive young Jedi joined their crusade.*



2/40 ♦

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## The Jedi Exile



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## The Jedi Exile

49

Hit Points

120

Defense

20

Attack

14

Damage

20



### Special Abilities

**Unique. Melee Attack; Double Attack Empathy** (Allies with Savage within 6 squares lose Savage)

**Lightsaber Duelist** (+4 Defense when attacked by an adjacent character with a Force rating)

### Force Powers

**Force 2. Force Renewal 1**

**Force Defense** (Force 3: Cancel a Force power used by a character within 6 squares)

**Force Repulse 3** (Force 3, replaces turn: 30 damage to all characters within 3 squares; push back Huge or smaller characters to 4 squares from this character. Huge or smaller characters are considered activated this round; save 11.)

### Commander Effect

Allies within 6 squares gain **Extra Attack** (On its turn, this character can make 1 cumulative extra attack instead of moving).



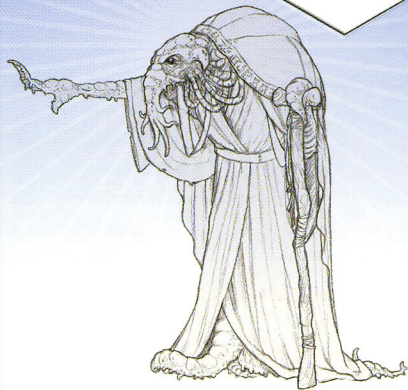
3/40



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## Vodo-Siosk Baas



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## Vodo-Siosk Baas

44

Hit Points

120

Defense

22

Attack

15

Damage

20

### Special Abilities

Unique

**Melee Attack; Double Attack**

**Parry** (When hit by a melee attack, this character takes no damage with a save of 11)

### Force Powers

**Force 5**

**Force Alter** (Force 1: range 6; any 1 enemy rerolls its last attack)

**Force Spirit 4** (If this character is defeated, immediately add 4 Force points to an ally with a Force rating; that ally can spend Force points 1 extra time per turn for the rest of the skirmish)

**Master of the Force 2** (May spend Force points up to 2 times in a single turn)



*Master Vodo trained several notable Jedi, including Nomi Sunrider and the fallen Exar Kun.*



4/40 ★

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## Darth Maul, Sith Apprentice



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## Darth Maul, Sith Apprentice

43

Hit Points



110

Defense



20

Attack



11

Damage



20



### Special Abilities

Unique

**Melee Attack; Triple Attack**

**Vaapad Style** (Scores a critical hit on an attack roll of natural 18, 19, or 20)

### Force Powers

Force 2

**Knight Speed** (Force 1: This character can move 4 extra squares on his turn as part of his move)

**Lightsaber Riposte** (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)

**Sith Rage** (Force 1: +10 Damage on all attacks this turn)

*The Zabrak Maul abandoned all trace of his former identity when he took on his Sith name.*



5/40 ★

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## Darth Plagueis



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## Darth Plagueis

63

Hit Points

120

Defense

20

Attack

13

Damage

20



### Special Abilities

**Unique. Melee Attack**

**Parry** (When hit by a melee attack, this character takes no damage with a save of 11)

### Force Powers

**Force 2. Force Renewal 2**

**Essence of Life** (Force 2: When a living ally within 6 squares would be defeated, that ally makes a save of 11. On a success, that ally has 10 Hit Points instead of being defeated.)

**Force Corruption 3** (Force 3, replaces turn:

range 6, non-Droids only; target and each character adjacent to that target take 30 damage and are corrupted. Each time a corrupted character activates, it must attempt a save of 11. On a failure, that character takes 30 damage. On a success, that character is no longer corrupted.)

**Force Corruption 4** (Force 4, replaces attacks: range 6, non-Droids only; 40 damage, and target is corrupted. Each time the corrupted character activates, it must attempt a save of 11. On a failure, that character takes 40 damage. On a success, that character is no longer corrupted.)



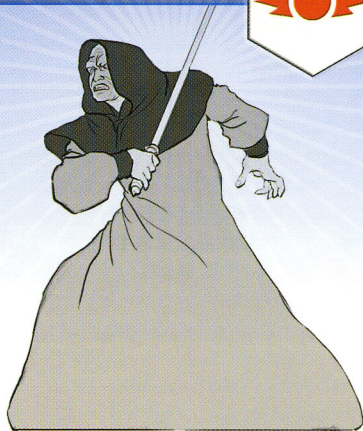
6/40 ★

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# Darth Sidious, Sith Master



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# Darth Sidious, Sith Master

57

Hit Points

120

Defense

19

Attack

15

Damage

20



## Special Abilities

Unique. Melee Attack; Triple Attack

## Force Powers

**Force 2. Force Renewal 1**

**Force Lightning 2** (Force 2, replaces attacks: range 6; 30 damage to 1 target and 2 characters adjacent to that target)

**Master of the Force 2** (May spend Force points up to 2 times in a single turn)

**Pawn of the Dark Side** (Force 1, replaces attacks: sight; 1 non-Unique ally takes an immediate turn, which does not count as one of your 2 activations this phase; at the end of that turn, it takes 10 damage)

## Commander Effect

At the end of this character's turn, 2 allies within 6 squares of this character can switch positions.

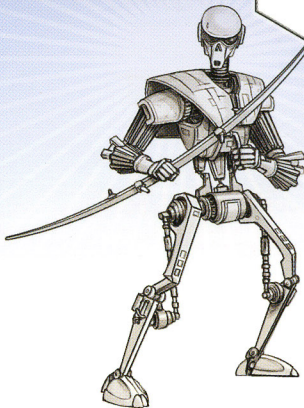


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## Krath War Droid



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## Krath War Droid

18

Hit Points

40

Defense

18

Attack

11

Damage

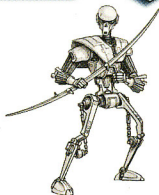
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### Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)

**Melee Attack** (Can attack only adjacent enemies)

**Double Attack** (On its turn, this character can make 1 extra attack instead of moving)



*The savage and bloodthirsty Krath fought beside these droids to overwhelm their opponents with sheer numbers.*

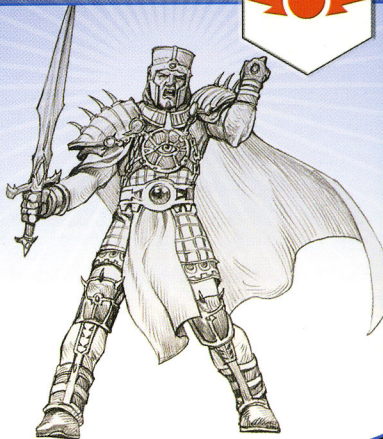


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## Naga Sadow



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## Naga Sadow

64

Hit Points

140

Defense

21

Attack

14

Damage

20



### Special Abilities

**Unique. Melee Attack; Double Attack**  
**Virulent Poison +20** (+20 Damage to living enemy; save 16)

### Force Powers

**Force 2. Force Renewal 1**

**Force Storm 2** (Force 2, replaces attacks: 20 damage to all adjacent characters)

**Illusion** (Force 1: When hit by an attack, this character takes no damage unless the attacker makes a save of 11)

**Master of the Force 2** (May spend Force points up to 2 times in a single turn)

**Sith Sorcery** (Force 2, usable only on this character's turn: Enemies within 6 squares are considered activated this round; save 11)



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## Sith Apprentice



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## Sith Apprentice

22

Hit Points

80

Defense

17

Attack

10

Damage

20



### Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)

### Force Powers

**Force 3**

**Force Grip 1** (Force 1, replaces attacks: sight; 10 damage)

**Lightsaber Throw 2** (Force 2, replaces attacks: Choose 1 target enemy within range 6. Make 2 attacks against that target.)

*Each Sith Master trained an apprentice, sometimes called a Shadow Hand.*



10/40

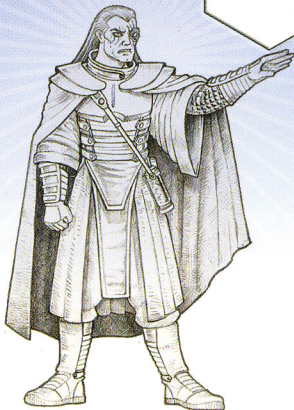


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## Sith Lord



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## Sith Lord

23

Hit Points

90

Defense

18

Attack

9

Damage

20

### Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)

### Force Powers

**Force 4**

**Force Lightning 2** (Force 2, replaces attacks: range 6; 3D damage to 1 target and 2 characters adjacent to that target)

**Lightsaber Assault** (Force 1, replaces attacks: Make 2 attacks)



*Sith Lords are the undisputed masters of the dark side, ruling over worlds, commanding fleets, and plotting the overthrow of the Jedi.*



11/40



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## Antarian Ranger



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## Antarian Ranger

12

Hit Points

40

Defense

15

Attack

7

Damage

20

### Special Abilities

**Affinity** (This character may be in a New Republic or Old Republic squad)

**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

**Synergy** (+4 Attack and +4 Defense while an allied character with a Force rating is within 6 squares)



*The Antarian Rangers were formed 600 years before the Clone Wars to serve alongside the Jedi.*



12/40

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## The Dark Woman



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## The Dark Woman

21

Hit Points

110

Defense

19

Attack

10

Damage

20

### Special Abilities

Unique

Melee Attack

**Light Tutor** (At the start of the skirmish, choose an ally. If that ally does not have a Force rating, it gains **Force 1** and can spend this Force point normally; it is considered to have a Force rating for the rest of the skirmish. If that ally already has a Force rating, it gains 1 Force point.)

### Force Powers

Force 4

**Force Cloak** (Force 2, replaces turn: For the rest of the skirmish, this character gains **Cloaked** [If this character has cover, she cannot be targeted by nonadjacent enemies])

**Force Phase** (Force 1: Can move through walls this turn)



13/40



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## Grand Master Yoda



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## Grand Master Yoda

55

Hit Points

150

Defense

22

Attack

15

Damage

20



### Special Abilities

**Unique. Melee Attack; Double Attack Ataru Style Mastery** (+4 Attack and **Twin Attack** [Whenever this character attacks, he makes 1 extra attack against the same target] if exactly 1 enemy is within 6 squares)

### Force Powers

**Force 3. Force Renewal 1**

**Force Defense** (Force 3: Cancel a Force power used by a character within 6 squares)

**Lightsaber Defense** (Force 1: When hit by an attack, this character takes no damage with a save of 11)

**Lightsaber Throw 3** (Force 3, replaces turn: Choose 1 enemy within line of sight, ignoring cover. Make an attack against the chosen enemy and against each character adjacent to that enemy.)

### Commander Effect

Followers within 6 squares get +3 Attack and +3 Defense.



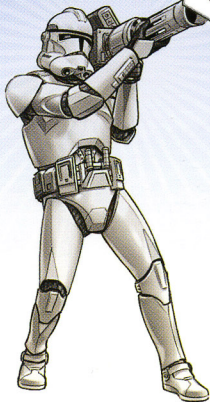
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## Heavy Clone Trooper



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## Heavy Clone Trooper

13

Hit Points

20

Defense

14

Attack

9

Damage

30

### Special Abilities

**Order 66**

**Heavy Weapon** (Can't attack and move in the same turn)



*These heavy weapons specialists supported the ranks of the Republic's clone troopers.*



15/40

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## Master K'Kruhk



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## Master K'Kruhk

52

Hit Points

150

Defense

20

Attack

12

Damage

30



### Special Abilities

Unique

**Melee Attack; Double Attack**

**Avoid Defeat** (Whenever this character would be defeated, make 2 saves, each needing 11; if both succeed, this character has 10 Hit Points instead of being defeated)

### Force Powers

Force 4

**Force Heal 20** (Force 2, replaces attacks: touch; remove 20 damage from a living character)

**Force Leap** (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)

**Lightsaber Deflect** (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)



16/40



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## Qui-Gon Jinn, Jedi Trainer



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## Qui-Gon Jinn, Jedi Trainer

24

Hit Points

90

Defense

19

Attack

12

Damage

20



### Special Abilities

Unique

**Melee Attack; Double Attack Ataru Style** (+4 Attack if exactly 1 enemy is within 6 squares)

### Force Powers

Force 4

**Force Push 1** (Force 1, replaces attacks: range 6; 10 damage; push back target 1 square if Huge or smaller)

**Jedi Mind Trick** (Force 1, usable only on this character's turn: range 2; target living enemy is considered activated this round and cannot make attacks of opportunity this turn; save 11)

### Commander Effect

Allied characters with a Force rating and with a printed Attack rating of 10 or less get +4 Attack.



17/40 ★

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## Youngling



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## Youngling

5

Hit Points

10

Defense

15

Attack

2

Damage

20



### Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

**Affinity** (This character may be in an Old Republic squad)

### Force Powers

**Force 1**

**Lightsaber Deflect** (Force I: When hit by a nonmelee attack, this character takes no damage with a save of 11)

*New recruits to the Jedi Order are known as younglings until chosen by a Jedi Knight or Master for apprenticeship.*



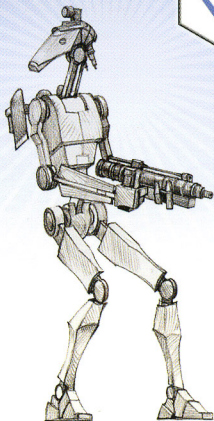
18/40

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## Rocket Battle Droid



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## Rocket Battle Droid

6

Hit Points

10

Defense

12

Attack

2

Damage

10

### Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)

**Flight** (Ignores difficult terrain, enemy characters, low objects, and pits when moving)



*"Time to put the squeeze on them."*

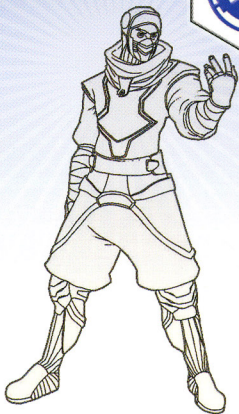


19/40

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## Disciple of Ragnos



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## Disciple of Ragnos

20

Hit Points

50

Defense

17

Attack

5

Damage

10



### Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

### Force Powers

#### Force 2. Force Renewal 1

**Force Corruption 2** (Force 2, replaces attacks: range 6, non-Droids only; 20 damage, and target is corrupted. Each time the corrupted character activates, it must attempt a save of 11. On a failure, that character takes 20 damage. On a success, that character is no longer corrupted.)

**Force Lightning 2** (Force 2, replaces attacks: range 6; 30 damage to 1 target and 2 characters adjacent to that target)

*These Sith cultists plan to resurrect the ancient Sith Lord Marka Ragnos.*



20/40

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## Imperial Sentinel



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## Imperial Sentinel

51

Hit Points

160

Defense

20

Attack

12

Damage

40

### Special Abilities

**Speed 8**

**Melee Attack** (Can attack only adjacent enemies)

**Melee Reach 2** (When attacking, this character treats enemies up to 2 squares away as adjacent)



*Created through a dark mix of Sith alchemy and cloning technology, these mute giants are entirely under the control of their master.*



21/40



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## Reborn



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## Reborn

9

Hit Points

30

Defense

15

Attack

7

Damage

20



### Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

### Force Powers

**Force 1**

**Lightsaber Deflect** (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

*The Reborn were created by imbuing the power of the Force into those not born with it. They served as foot soldiers for the Dark Jedi of the Empire Reborn.*



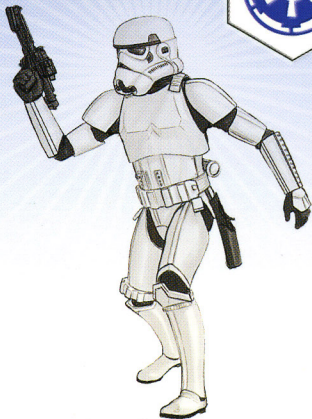
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## Stormtrooper



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## Stormtrooper

5

Hit Points

10

Defense

16

Attack

4

Damage

10



*"The clone troopers, now proudly bearing the honorable rank of Imperial stormtroopers, have tackled the dangerous work of fighting our enemies on the front lines."*

*—Emperor Palpatine*

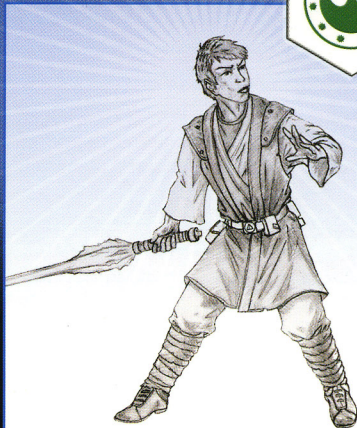


23/40

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Anakin Solo



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Anakin Solo

23

Hit Points

50

Defense

18

Attack

8

Damage

20



### Special Abilities

**Unique. Pilot**

**Melee Attack; Double Attack**

**Industrial Repair 30** (Replaces attacks: touch; remove 30 damage from 1 character with Mounted Weapon)

**Synergy** (+4 Attack for each ally whose name contains Solo within 6 squares)

### Force Powers

**Force 3. Force Renewal 1**

**Force Push 2** (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)

**Lightsaber Block** (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

**Unleash the Force 60** (Force 4, replaces attacks, usable only after an ally with a Force rating is defeated: 60 damage to all other characters within 6 squares; save 11 for half damage)

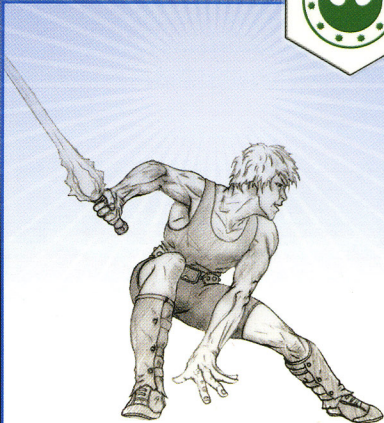


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## Cade Skywalker, Padawan



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## Cade Skywalker, Padawan

# 20

Hit Points

60

Defense

16

Attack

8

Damage

20

### Special Abilities

Unique

Melee Attack; Double Attack

### Force Powers

Force 2. Force Renewal 1

**Essence of Life** (Force 2: When a living ally within 6 squares would be defeated, that ally makes a save of 11. On a success, that ally has 10 Hit Points instead of being defeated.)

**Force Heal 20** (Force 2, replaces attacks: touch; remove 20 damage from a living character)

**Force Leap** (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)

*"You're a Skywalker, Cade! Act like one!"  
—Kol Skywalker*



25/40 ★

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## Exceptional Jedi Apprentice



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## Exceptional Jedi Apprentice

24

Hit Points

60

Defense

17

Attack

8

Damage

20



### Special Abilities

**Melee Attack; Double Attack**

**Impulsive Jedi Hunter** (If a Unique allied character is defeated, for the remainder of the skirmish this character has **Jedi Hunter** [+4 Attack and +10 Damage against enemies with Force ratings])

### Force Powers

**Force 2. Force Renewal 1**

**Force Push 2** (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)

**Lightsaber Block** (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

**Master Speed** (Force 1: This character can move 6 extra squares on his turn as part of his move)



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# Grand Master Luke Skywalker



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# Grand Master Luke Skywalker

115

Hit Points

150

Defense

23

Attack

19

Damage

20



## Special Abilities

**Unique. Melee Attack; Triple Attack**  
**Djem So Style Mastery** (Whenever this character is hit by a melee attack, make a save of 11. On a success, this character can make an immediate attack against that attacker with +10 Damage.)

**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)

## Force Powers

**Force 2. Force Renewal 2**

**Master of the Force 2**

**Force Defense** (Force 3: Cancel a Force power used by a character within 6 squares)

**Lightsaber Defense** (Force 1: When hit by an attack, this character takes no damage with a save of 11)

**Master Speed** (Force 1: This character can move 6 extra squares on his turn as part of his move)

## Commander Effect

Each ally with a Force rating gains **Force Renewal 1**.



27/40 ★

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# Kol Skywalker



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# Kol Skywalker

38

Hit Points

130

Defense

21

Attack

14

Damage

20



## Special Abilities

Unique

**Melee Attack; Double Attack**

**Lightsaber Duelist** (+4 Defense when attacked by an adjacent character with a Force rating)

## Force Powers

**Force 2. Force Renewal 1**

**Force Push 2** (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)

**Lightsaber Block** (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

**Lightsaber Precision** (Force 1: +10 Damage on next attack)

**Master of the Force 2** (May spend Force points up to 2 times in a single turn)



28/40



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WAR**

# Kyle Katarn, Combat Instructor



**STAR  
WAR**



# Kyle Katarn, Combat Instructor

46

Hit Points

140

Defense

19

Attack

13

Damage

20



## Special Abilities

**Unique. Melee Attack; Double Attack**  
**Disruptive** (Suppresses enemy commander effects within 6 squares)  
**Lightsaber Duelist** (+4 Defense when attacked by an adjacent character with a Force rating)

## Force Powers

**Force 2. Force Renewal 1**  
**Lightsaber Block** (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)  
**Lightsaber Riposte** (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)  
**Master of the Force 2** (May spend Force points up to 2 times in a single turn)

## Commander Effect

Allies within 6 squares gain **Lightsaber Duelist**.



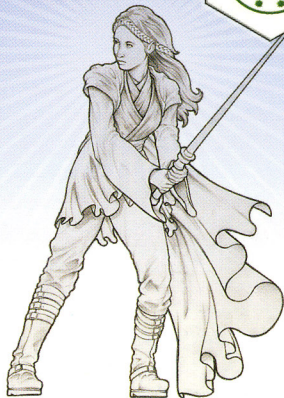
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**Leia Skywalker,  
Jedi Knight**



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**Leia Skywalker,  
Jedi Knight**

**25**

Hit Points

**90**

Defense

**18**

Attack

**9**

Damage

**20**

**Special Abilities**

Unique

Melee Attack; Double Attack

**Force Powers**

**Force 2. Force Renewal 1**

**Force Absorb** (Force 2: Cancel a Force power used by an adjacent character)

**Force Sense** (Force 1, usable only on this character's turn: Enemy characters lose Stealth for the rest of the round)

**Lightsaber Throw 2** (Force 2, replaces attacks: Choose 1 target enemy within range 6. Make 2 attacks against that target.)

**Commander Effect**

Each ally within 6 squares can reroll each failed save once.

*"Keep fighting. I promise you, we will prevail."*



30/40 ★

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## Crimson Nova Bounty Hunter



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## Crimson Nova Bounty Hunter

15

Hit Points

30

Defense

14

Attack

4

Damage

10



### Special Abilities

**Bounty Hunter +2** (+2 Attack against Unique enemies)

**Cunning Attack** (+4 Attack and +10 Damage against an enemy who has not activated this round)

**Jedi Hunter** (+4 Attack and +10 Damage against enemies with Force ratings)

*During the Clone Wars, this chapter of the Bounty Hunters Guild was approached by Kharris Fenn to hunt down Jedi.*



31/40



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# Felucian



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# Felucian

7

Hit Points

10

Defense

15

Attack

7

Damage

20

## Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

**Parry** (When hit by a melee attack, this character takes no damage with a save of 11)

## Force Powers

**Force 1**

**Force Blast** (Force 1, replaces attacks: range 6; 20 damage; save 11)



*Shaak Ti trained these Force-sensitive people to fight against the Sith following the Great Jedi Purge.*



32/40



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## HK-50 Assassin Droid



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## HK-50 Assassin Droid

27

Hit Points

70

Defense

18

Attack

10

Damage

30

### Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)

**Opportunist** (+4 Attack and +10 Damage against an enemy who has activated this round)



*"Statement: I do not understand what you hope to gain by fighting us. You have no chance of victory."*



33/40



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## Jensaarai Defender



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## Jensaarai Defender

45

Hit Points

90

Defense

21

Attack

12

Damage

20



### Special Abilities

**Melee Attack; Double Attack**

**Draw Fire** (If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save II)

**Force-Attuned Armor** (Whenever this character takes damage, he reduces the damage dealt by 10 with a save of II)

### Force Powers

**Force 3**

**Lightsaber Deflect** (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)

**Lightsaber Precision** (Force I: +10 Damage on next attack)

*Jensaarai, "the hidden followers of truth," blend Jedi and Sith traditions.*



34/40



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## Peace Brigade Thug



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## Peace Brigade Thug

4

Hit Points

10

Defense

10

Attack

2

Damage

10



### Special Abilities

**Yuuzhan Vong Collaborator** (Yuuzhan Vong get +1 Attack for each character with Yuuzhan Vong Collaborator within 4 squares of their target)

*Believing that the New Republic was doomed to fall to the Yuuzhan Vong, the Peace Brigade sided with the invaders.*

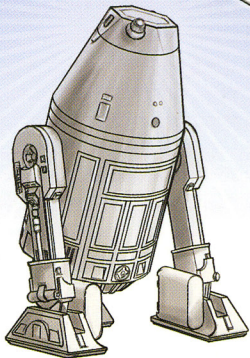


35/40

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## R4 Astromech Droid



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## R4 Astromech Droid

8

Hit Points

20

Defense

15

Attack

0

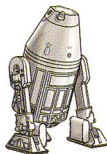
Damage

0

### Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)

**Targeting** (Until the end of the round, target enemy has -4 Defense)



*The Industrial Automaton R-series astromech droids are ubiquitous throughout the galaxy, performing in-flight starship repairs and assisting with hyperspace navigation.*



36/40

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## Death Watch Raider



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## Death Watch Raider

15

Hit Points

40

Defense

17

Attack

7

Damage

20

### Special Abilities

**Cunning Attack** (+4 Attack and +10 Damage against an enemy who has not activated this round)

**Internal Strife** (On an attack roll of natural 1, this character joins the opponent's squad until the end of the skirmish)

**Mobile Attack** (Can move both before and after attacking)



*The Death Watch was a violent splinter group of mercenaries who disagreed with Mandalore Jaster Mereel's insistence on honorable behavior.*



37/40

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## Praetorite Vong Priest



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## Praetorite Vong Priest

18

Hit Points

40

Defense

15

Attack

4

Damage

10

### Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

**Force Immunity** (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)

**Scarification +10** (Wounded Yuuzhan Vong allies within 6 squares get +4 Attack and +10 Damage)



*The Praetorite Vong led the Yuuzhan Vong invasion forces, commanded by fanatic priests waging a crusade against the "infidel" Jedi.*



38/40



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## Praetorite Vong Warrior



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## Praetorite Vong Warrior

22

Hit Points

60

Defense

16

Attack

8

Damage

10



### Special Abilities

#### Melee Attack

**Cunning Attack +20** (+4 Attack and +20 Damage against an enemy who has not activated this round)

**Force Immunity** (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)

**Thud Bug** (Replaces attacks: range 6; 10 damage, living target is considered activated this round; save 11 negates. Huge and larger characters ignore the nondamaging effect.)

**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)

**Vondun Crab Armor 11** (When this character takes damage, he can reduce the damage dealt by 10 with a save of 11)



39/40

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# Yuuzhan Vong Ossus Guardian



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# Yuuzhan Vong Ossus Guardian

26

Hit Points

80

Defense

18

Attack

10

Damage

10



## Special Abilities

### Melee Attack

**Affinity** (This character may be in a New Republic squad)

**Force Immunity** (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)

**Jedi Hunter** (+4 Attack and +10 Damage against enemies with Force ratings)

**Razorbug** (Replaces attacks: sight; 10 damage; save 11)

**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)

**Vondun Crab Armor 6** (When this character takes damage, he can reduce the damage dealt by 10 with a save of 6)



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